



## 8.1.3 Editors - Image Editor - Header - View menu

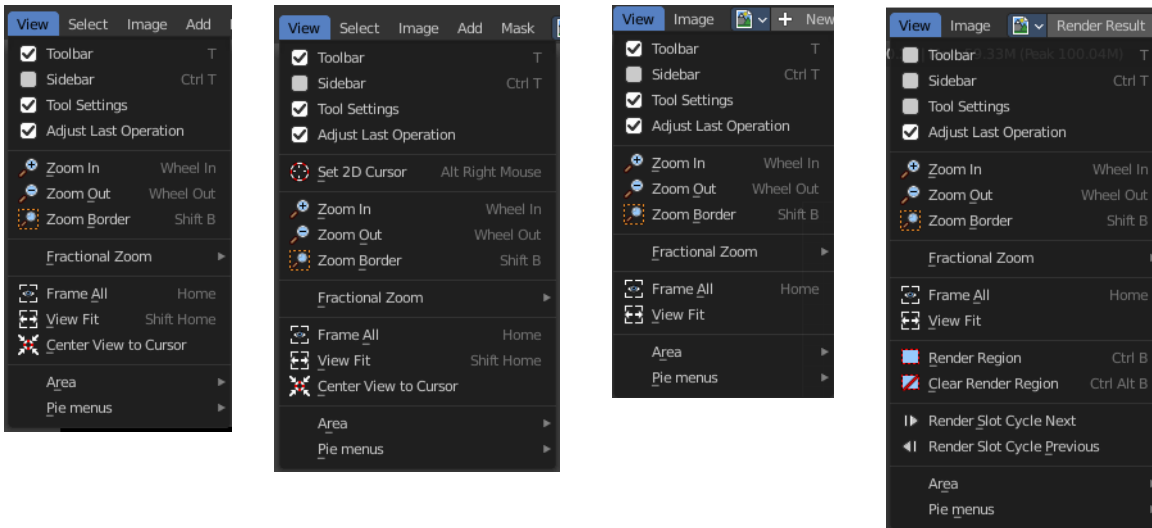
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## Image Editor - View Menu

The View menu contains all View related tools.

It is available in all sub modes. With a render result the view image shows a different content. And in mask mode it shows one more item. Set 2D cursor.



### Toolbar

Shows or hides the toolbar at the left.



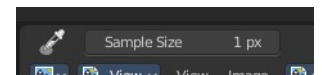
### Sidebar

Shows or hides the sidebar at the right in the viewport.



### Tool Settings

Shows or hides the tool settings above the header in the 3D view.



### Adjust Last Operation

Shows or hides the Adjust Last Operation panel down left.



Note that the Adjust Last Operation menu item in the Edit menu in the main header and the Last button in the toolbar are not related and not functional with this last operator panel. It is an independent element.

## Set 2D Cursor

Mask mode only. Set the 2D cursor position. Hotkey only tool! Please use the hotkey!

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## Zoom In

Zooms into the viewport.

## Zoom Out

Zooms out of the viewport.

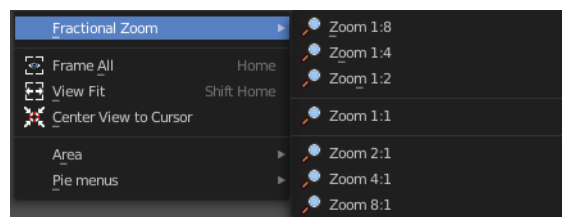
## Zoom Border

Draws a rectangle and zooms then to fit the size of this rectangle.

Zooming in is done with drawing the rectangle with left mouse button. Zooming out is done with drawing the rectangle with middle mouse button.

## Fractional Zoom

A sub menu where you can choose between predefined zoom factors.



## Frame All

Zooms in or out in the viewport until all objects in the scene are displayed fitting in the viewport.

## View Fit

Zooms out or in to fit the image to the viewport.

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## Render Region

Render result only. Allows you to draw a rectangle. And when you re-render the image, just the content in this rectangle region gets rendered.

This tool does, different from the 3d view, not draw a permanent red rectangle to define the render region area. You will see what you have chosen when you render the image.

## Clear Render Region

Render result only. Removes any existing render region rectangle.

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## Render Slot Cycle Next

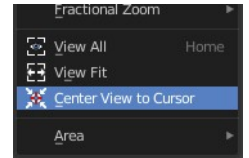
Render result only. Cycle through the Render slots.

## Render Slot Cycle Previous

Render result only. Cycle through the Render slots.

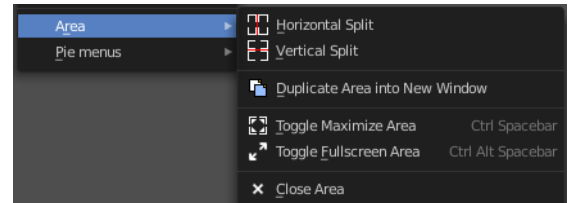
## Center View to Cursor

Mask Mode only. Center the view to the 2D cursor.



## Area

This menu contains general view functionality. And exists in most other editor types too.



## Horizontal Split

Splits the current view horizontally into two independent editor windows.

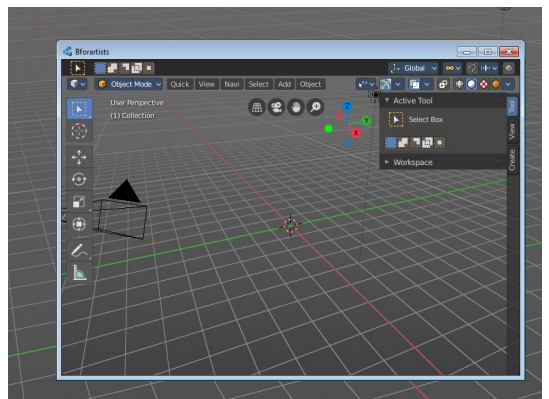
## Vertical Split

Splits the current view vertically into two independent editor windows.

## Duplicate Area into New Window

Duplicate Area into New Window makes the selected editor window floating. You can then drag it around at the monitor. It is not connected with the rest of the UI any more.

A separated window cannot be merged into the main window again. You have to close it when not longer needed.



## Toggle Maximize Area

Displays the editor maximized with menus.

To return from the maximized view press hotkey ctrl + spacebar. Or reuse the menu item in the area menu.

## Toggle Full screen Area

Displays the editor maximized without menus.

To return from the full screen view press hotkey ctrl + alt + spacebar.

## Close Area

Closes the area window.

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## Pie menus

Lists the available pie menus, and gives you the ability to read the hotkeys and assign own hotkeys.

